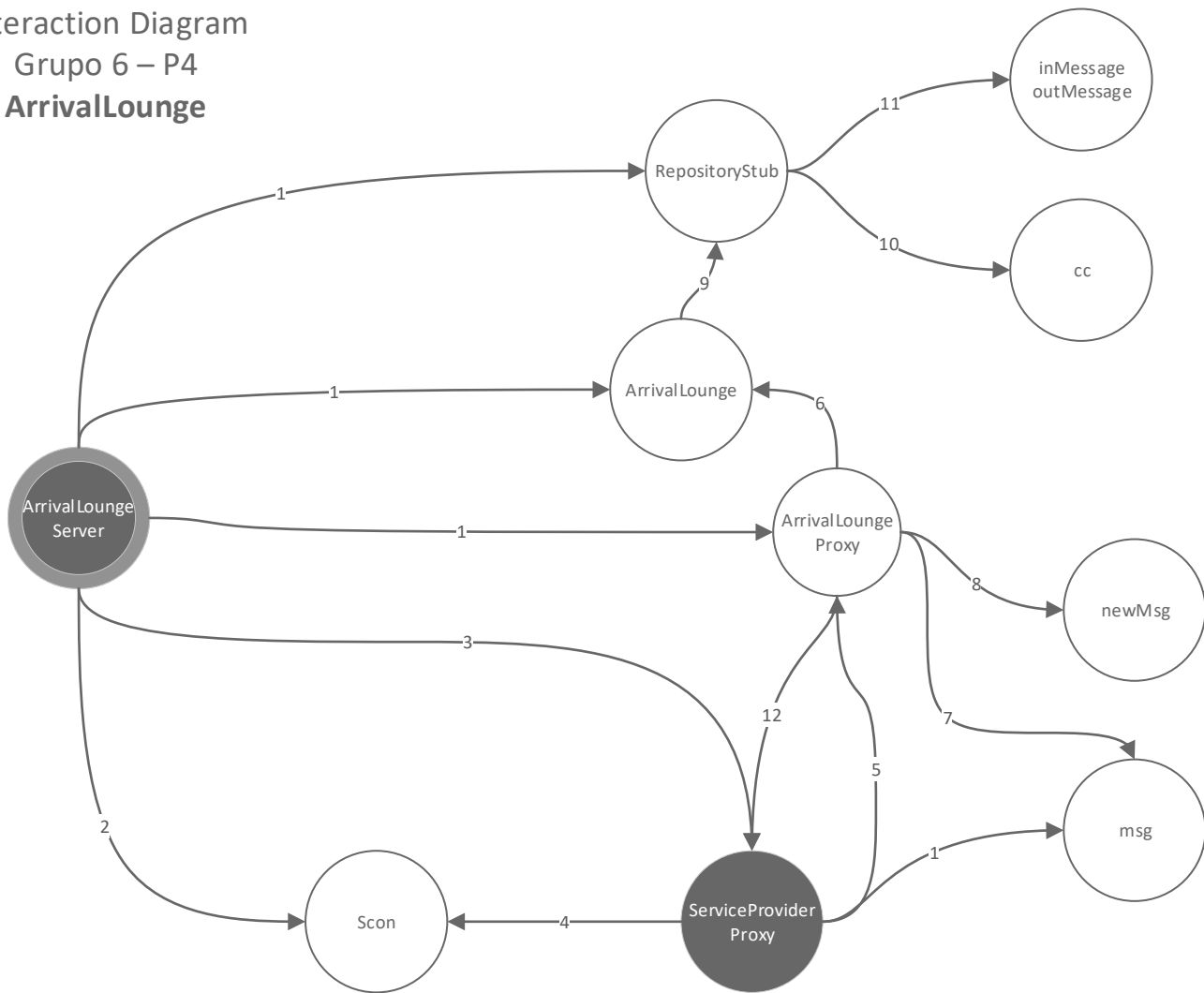


Interaction Diagram

Grupo 6 – P4

ArrivalLounge



1 – instantiate;

2 – instantiate, start, accept;

3 – instantiate, start;

4 – readObject, startObject, close;

5 – processAndReply;

6 – takeABus, whatShouldIDo, isPlaneHoldEmpty, trytoCollectABag, noMoreBagsToCollect, setPlainBags, setFlightNumber, setFinishedFlight, isPWake, setMaxNumberOfFlights, setMaxNumberOfPassengers, getMaxNumberOfPassengers;

7 – getMessageType, getEntityID, getBooleanValue1, getIntValue1, getBagList1, getK_landings, getN_passengers;

8 – instantiate, setMessageType, setPassengerDecisions1, setBooleanValue1, setBooleanValue2, setBag1, setIntValue1;

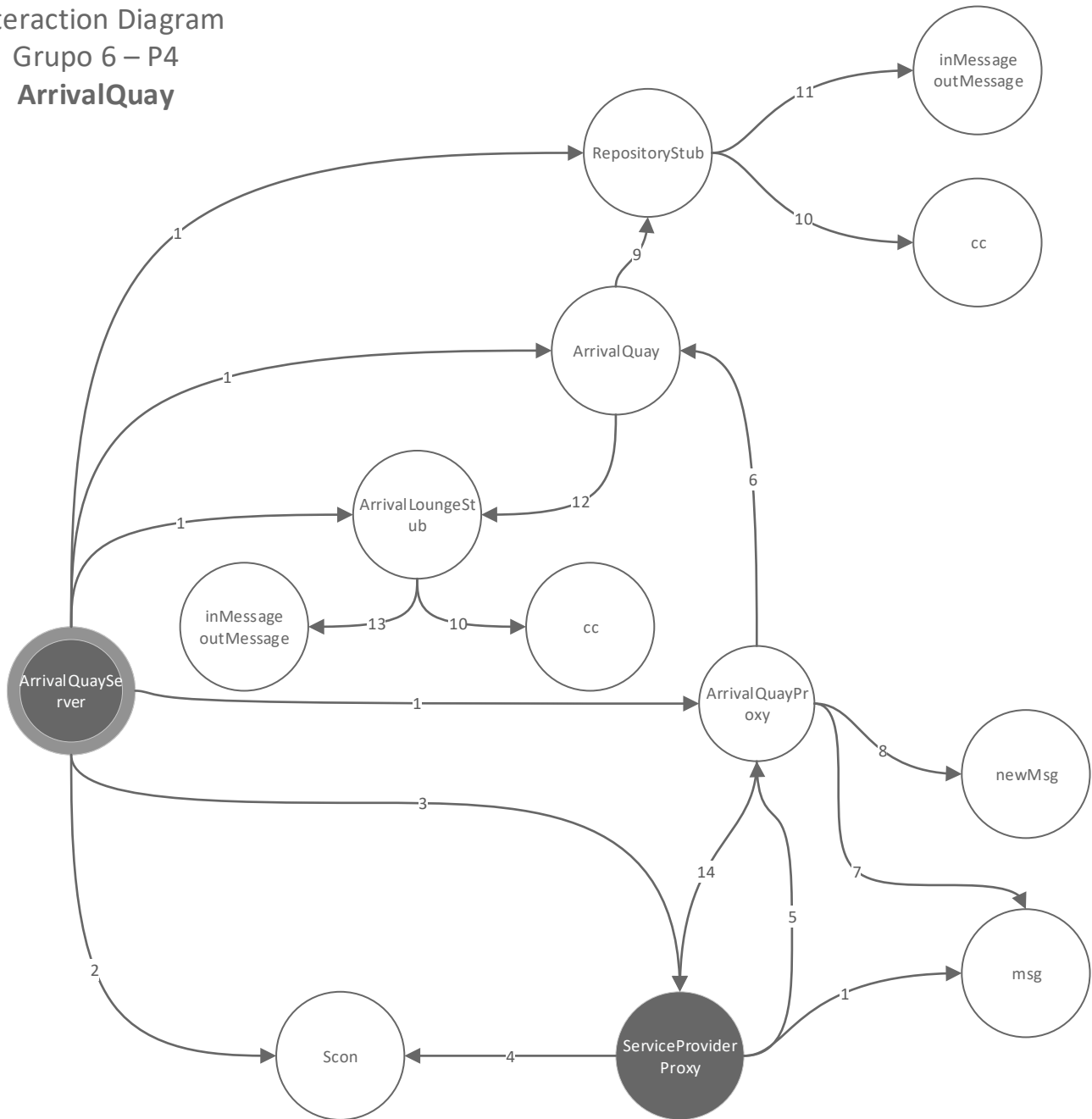
9 – setP_Stat, setST, setSI, setNR;

10 – instantiate, open, writeObject, readObject, close;

11 – instantiate, setMessageType, setStringValue1, setIntValue1, setIntValue2;

12 – shutdown;

Interaction Diagram
Grupo 6 – P4
ArrivalQuay

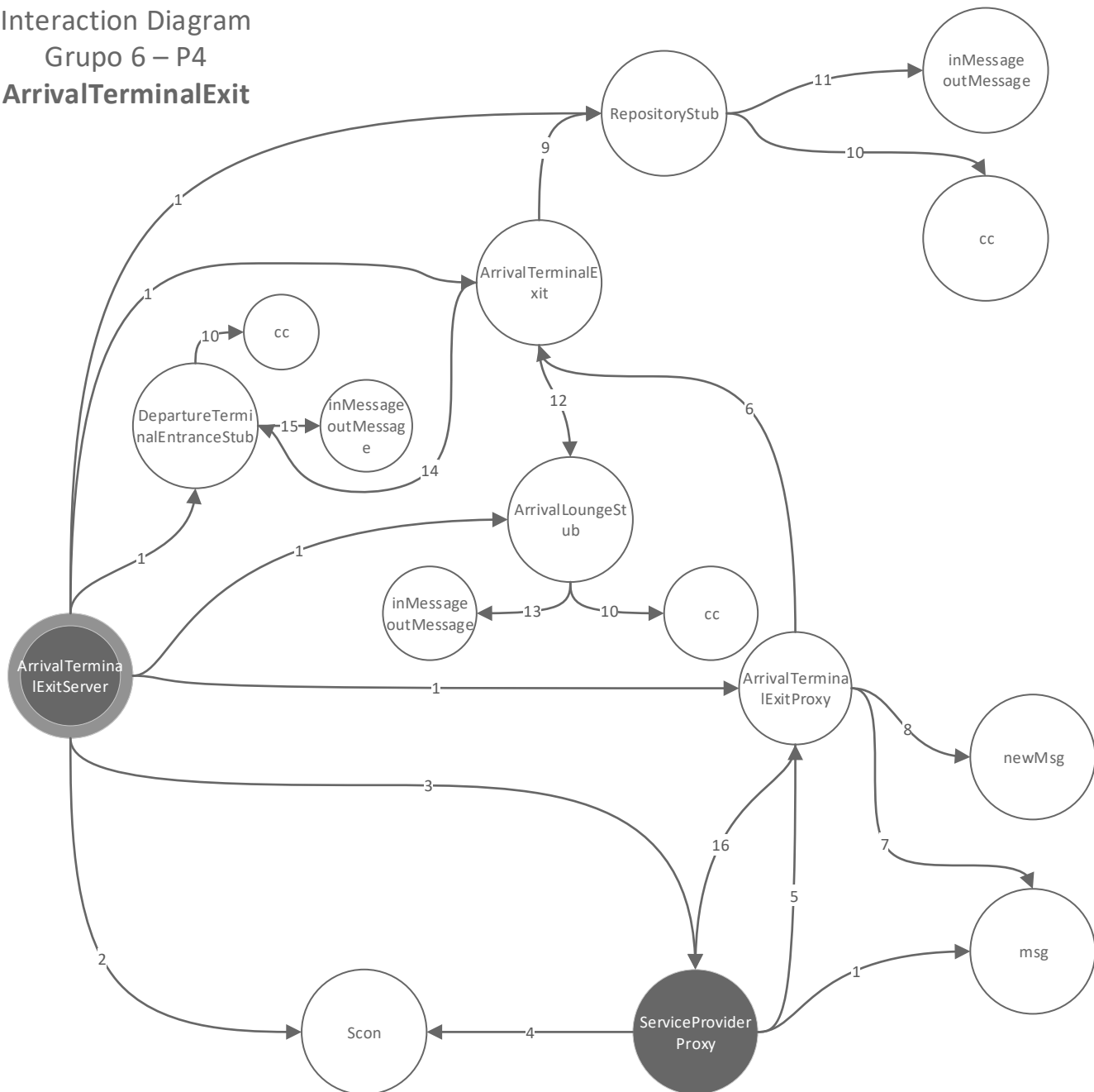


- 1 – instantiate;
- 2 – instantiate, start, accept;
- 3 – instantiate, start;
- 4 – readObject, startObject, close;
- 5 – processAndReply;
- 6 – hasDaysWorkEnded, announcingBusBoarding, goToDepartureTerminal, parkTheBus, enterTheBus, setMaxNumberOfSeats;
- 7 – getIntValue1, getT_seats, getEntityID;
- 8 – instantiate, setMessageType, setBooleanValue1, setIntValue1;
- 9 – setD_Stat, setQIn, setQOut, setS, setST;
- 10 – instantiate, open, writeObject, readObject, close;
- 11 – instantiate, setMessageType, setStringValue1, setIntValue1;
- 12 – isDayFinished;
- 13 – instantiate, setMessageType, getBooleanValue1;
- 14 – shutdown;

Interaction Diagram

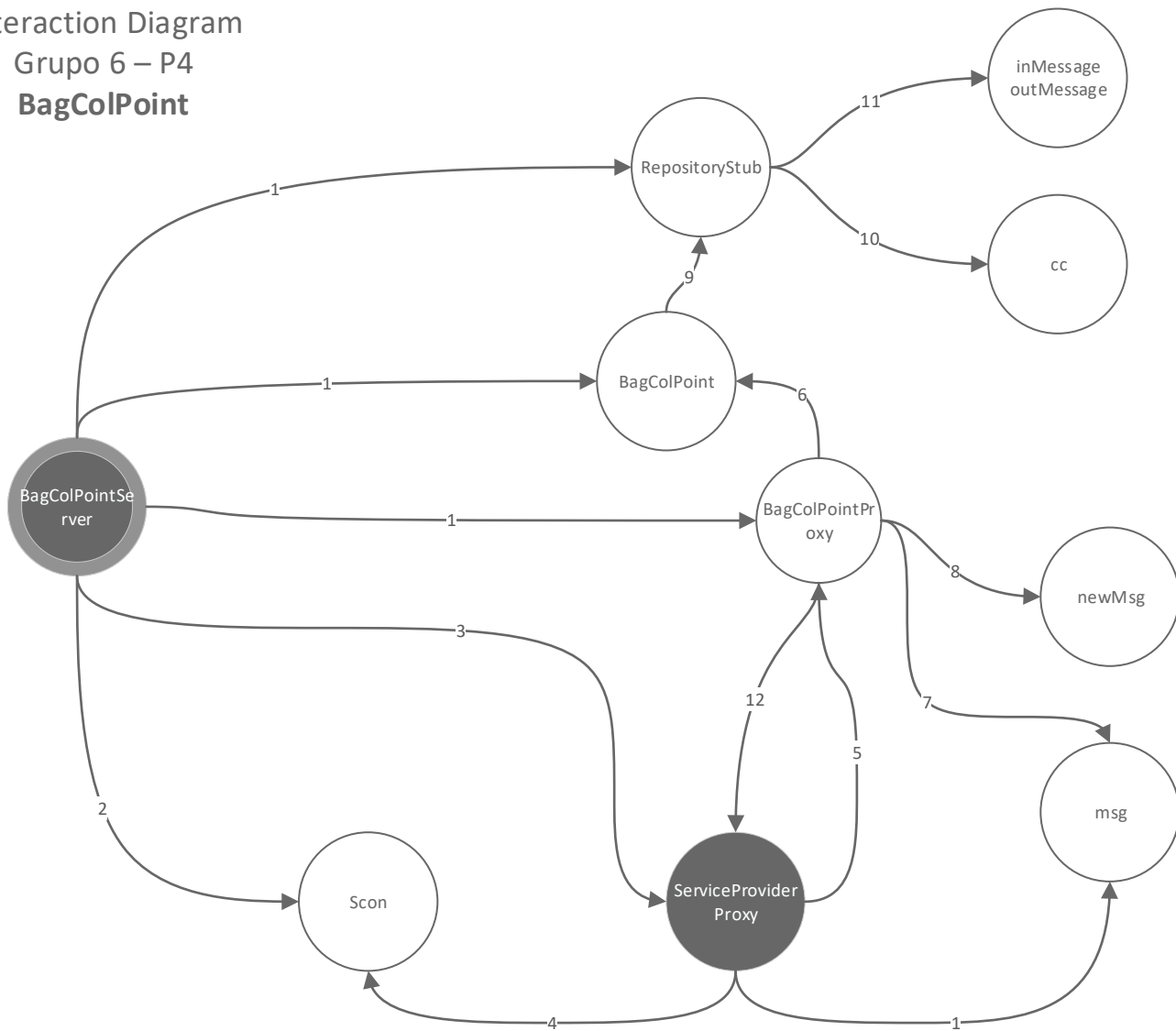
Grupo 6 – P4

ArrivalTerminalExit



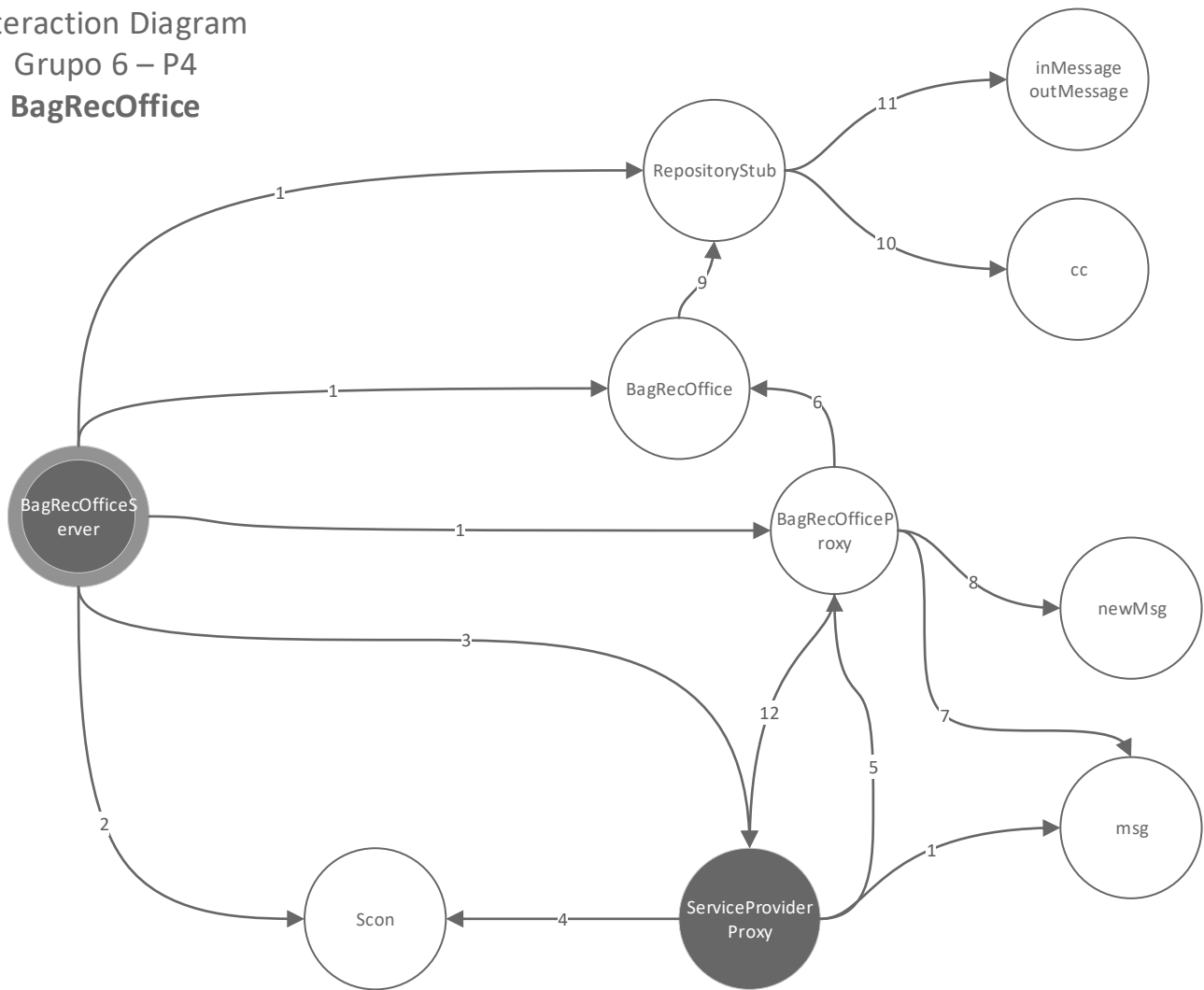
- 1 – instantiate;
- 2 – instantiate, start, accept;
- 3 – instantiate, start;
- 4 – readObject, startObject, close;
- 5 – processAndReply;
- 6 – goHome, setAllPassengersFinished, getPassengersATE, setMaxNumberOfPassengers;
- 7 – getEntityID, getBooleanValue1, getN_passengers;
- 8 – instantiate, setMessageType, setIntValue1;
- 9 – setST;
- 10 – instantiate, open, writeObject, readObject, close;
- 11 – instantiate, setMessageType, setStringValue1, setIntValue1;
- 12 – setFinishedFlight;
- 13 – instantiate, setMessageType, setBooleanValue1;
- 14 – setPassengersFinished;
- 15 – instantiate, setMessageType, setBooleanValue1;
- 16 – shutdown;

Interaction Diagram
Grupo 6 – P4
BagColPoint



- 1 – instantiate;
- 2 – instantiate, start, accept;
- 3 – instantiate, start;
- 4 – readObject, startObject, close;
- 5 – processAndReply;
- 6 – goCollectABag, carryItToAppropriateStore, setNoMoreBags, resetBagColPoint;
- 7 – getMessageType, getIntValue1, getIntValue2, getEntityID, getBag1, getBooleanValue1;
- 8 – instantiate, setMessageType, setIntValue1;
- 9 – setCB, setP_Stat, setST, setNA;
- 10 – instantiate, open, writeObject, readObject, close;
- 11 – instantiate, setMessageType, setIntValue1, setStringValue1, setIntValue2;
- 12 – shutdown;

Interaction Diagram
Grupo 6 – P4
BagRecOffice

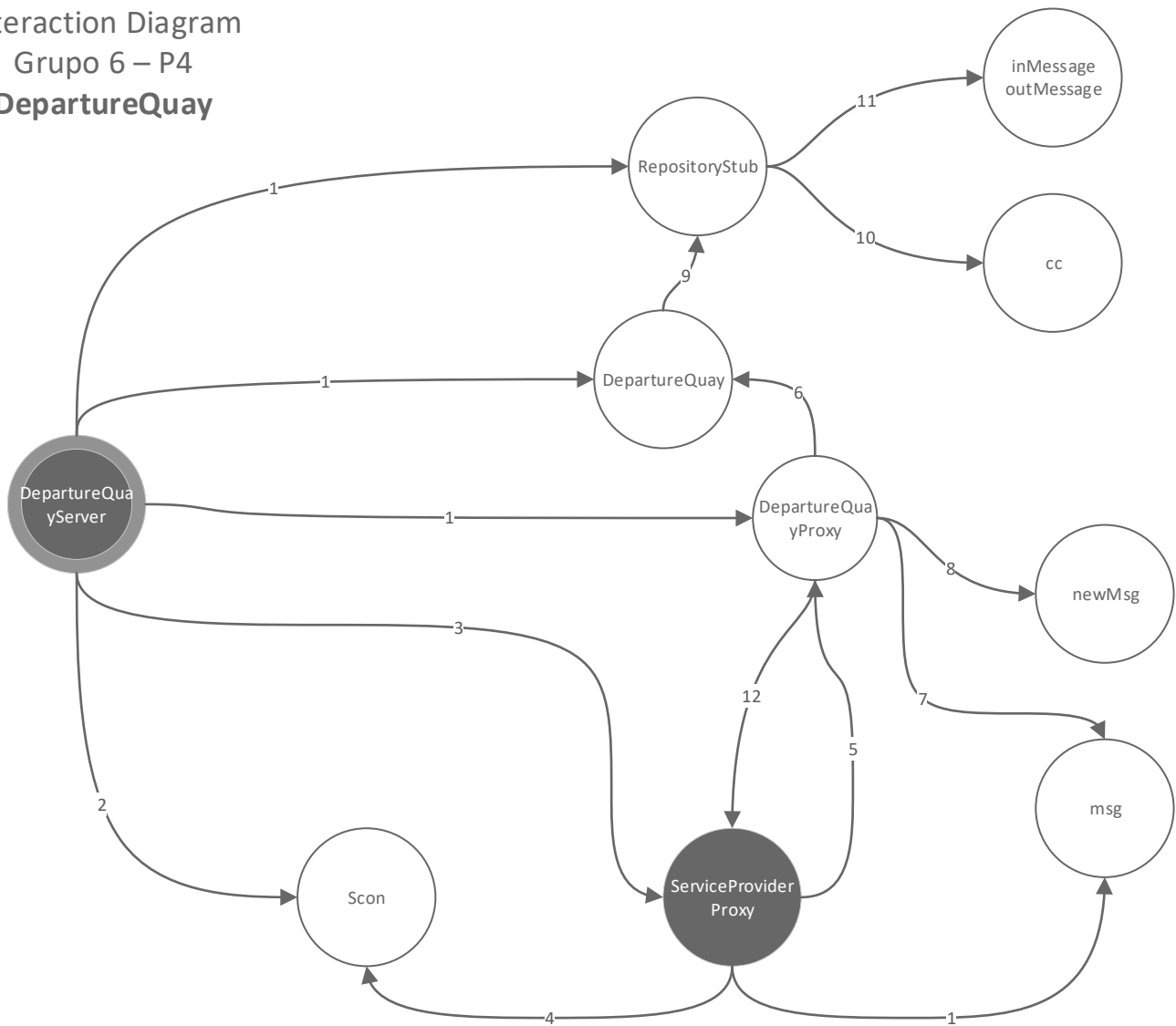


- 1 – instantiate;
- 2 – instantiate, start, accept;
- 3 – instantiate, start;
- 4 – readObject, startObject, close;
- 5 – processAndReply;
- 6 – reportMissingBags;
- 7 – getMessageType, getIntValue1, getIntValue2, getEntityID, getBag1;
- 8 – instantiate, setMessageType;
- 9 – setST, addBagsLost;
- 10 – instantiate, open, writeObject, readObject, close;
- 11 – instantiate, setMessageType, setIntValue1, setStringValue1;
- 12 – shutdown;

Interaction Diagram

Grupo 6 – P4

DepartureQuay



1 – instantiate;

2 – instantiate, start, accept;

3 – instantiate, start;

4 – readObject, startObject, close;

5 – processAndReply;

6 – parkTheBusAndLetPassOff, goToArrivalTerminal, leaveTheBus;

7 – getMessageType, getIntValue1, getEntityID, getIntList1;

8 – instantiate, setMessageType;

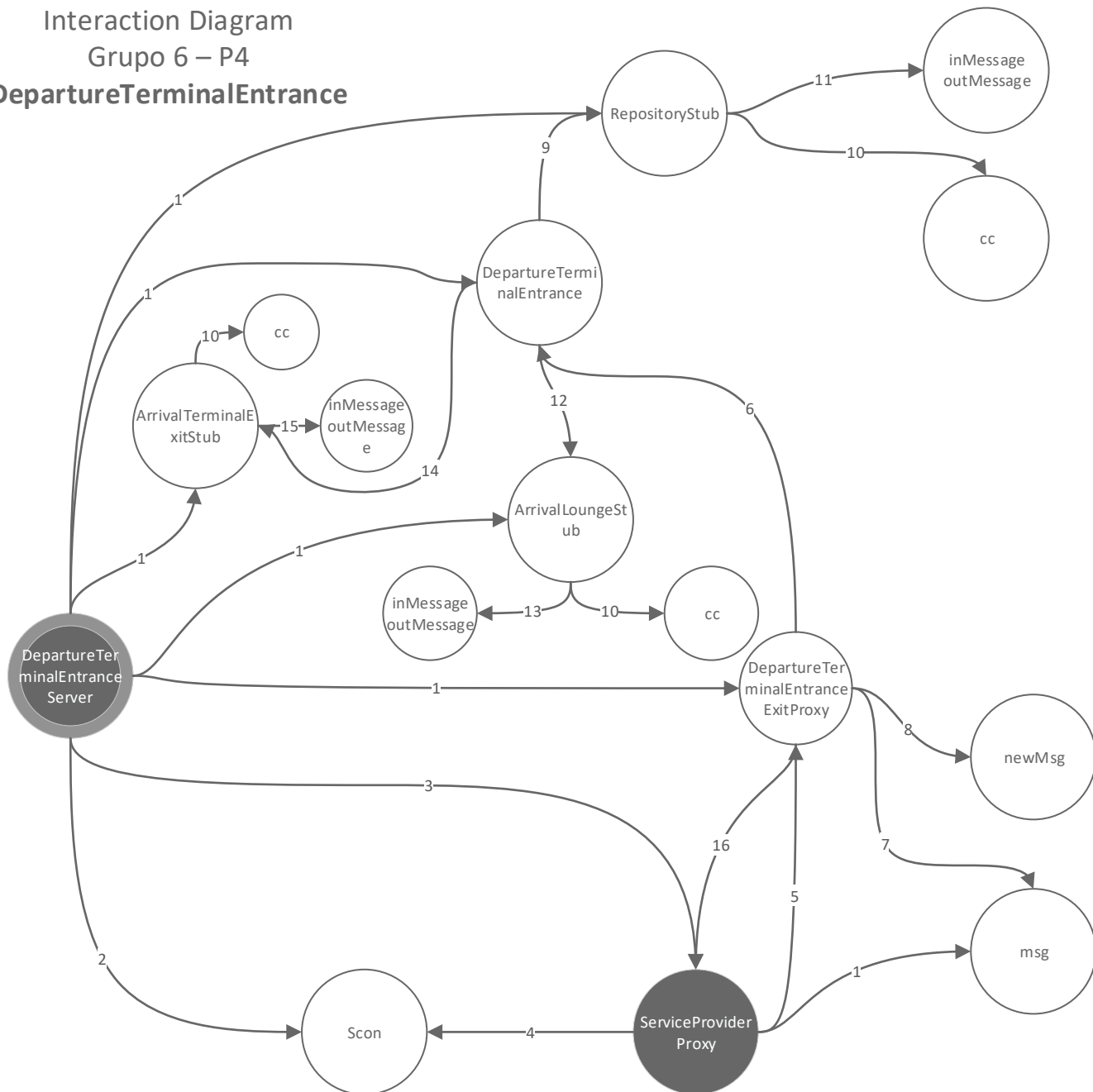
9 – setD_Stat, setST;

10 – instantiate, open, writeObject, readObject, close;

11 – instantiate, setMessageType, setIntValue1, setStringValue1;

12 – shutdown;

DepartureTerminalEntrance

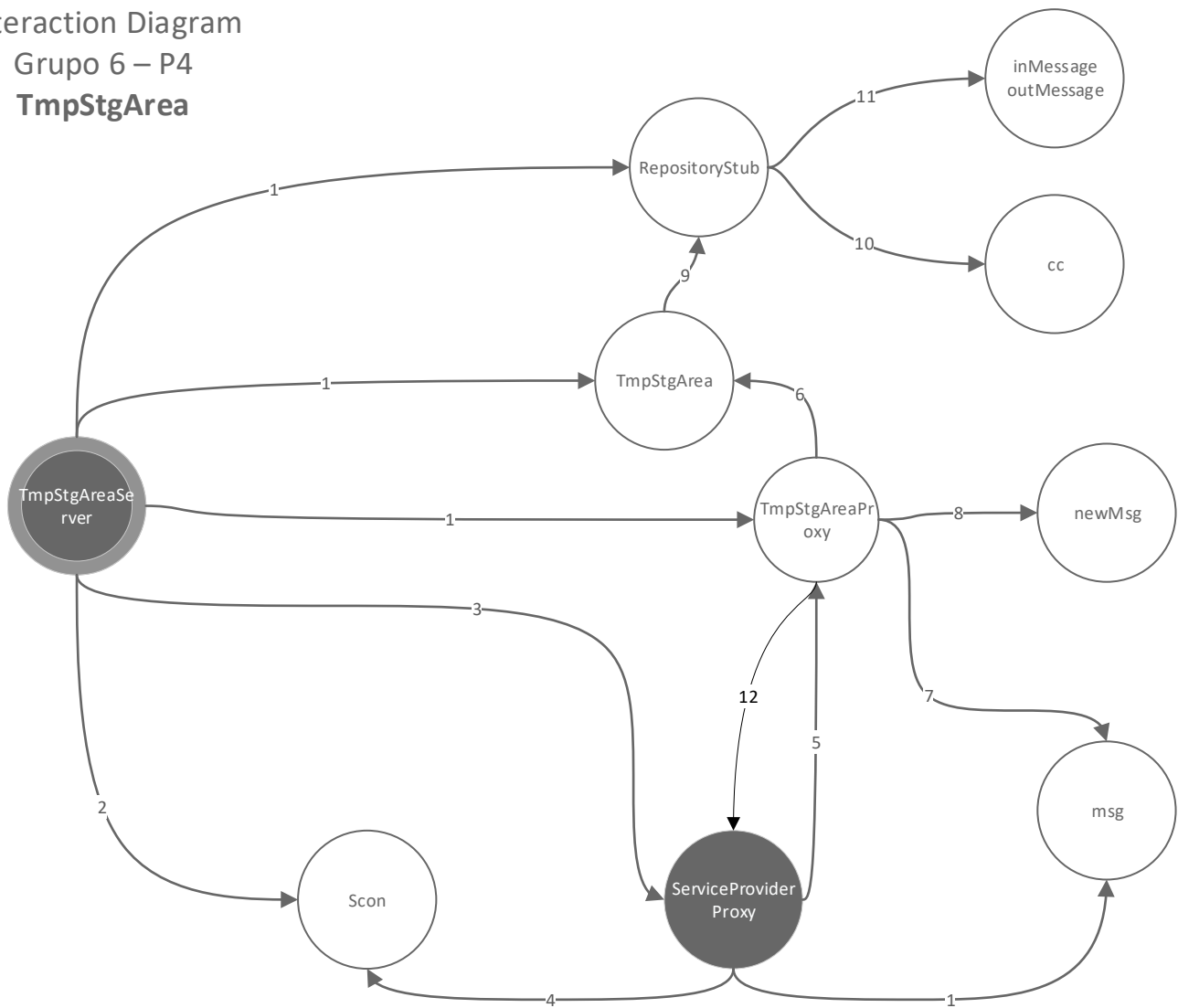


- 1 – instantiate;
- 2 – instantiate, start, accept;
- 3 – instantiate, start;
- 4 – readObject, startObject, close;
- 5 – processAndReply;
- 6 – goHome, setAllPassengersFinished, getPassengersDTE, setMaxNumberOfPassengers;
- 7 – getEntityID, getBooleanValue1, getN_passengers;
- 8 – instantiate, setMessageType, setIntValue1;
- 9 – setST;
- 10 – instantiate, open, writeObject, readObject, close;
- 11 – instantiate, setMessageType, setStringValue1, setIntValue1;
- 12 – setFinishedFlight;
- 13 – instantiate, setMessageType, setBooleanValue1;
- 14 – setPassengersFinished;
- 15 – instantiate, setMessageType, setBooleanValue1;
- 16 – shutdown;

Interaction Diagram

Grupo 6 – P4

TmpStgArea

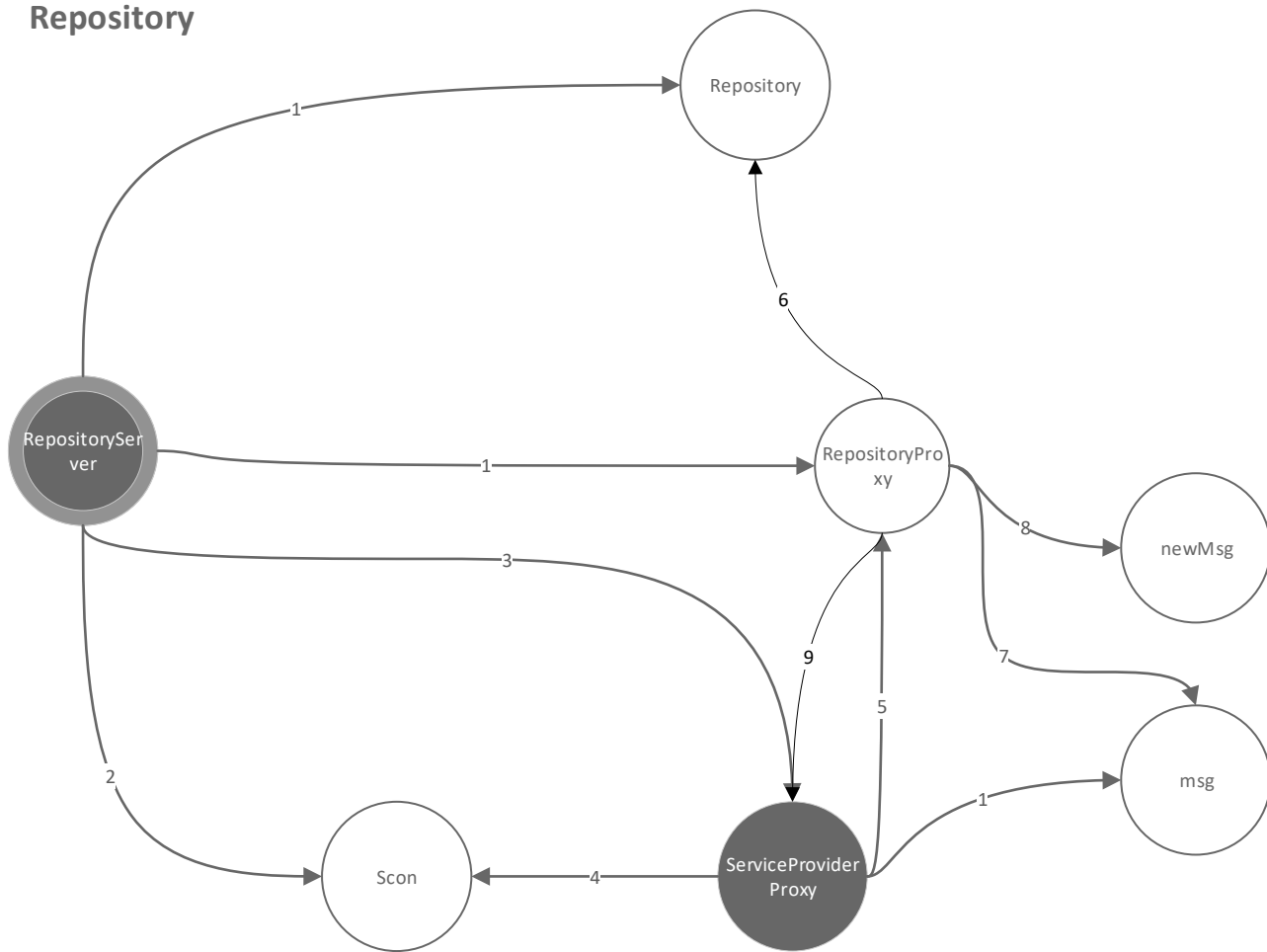


- 1 – instantiate;
- 2 – instantiate, start, accept;
- 3 – instantiate, start;
- 4 – readObject, startObject, close;
- 5 – processAndReply;
- 6 – parkTheBusAndLetPassOff, goToArrivalTerminal, leaveTheBus;
- 7 – getMessageType, getIntValue1, getEntityID, getIntList1;
- 8 – instantiate, setMessageType;
- 9 – setD_Stat, setST;
- 10 – instantiate, open, writeObject, readObject, close;
- 11 – instantiate, setMessageType, setIntValue1, setStringValue1;
- 12 – shutdown;

Interaction Diagram

Grupo 6 – P4

Repository



1 – instantiate;

2 – instantiate, start, accept;

3 – instantiate, start;

4 – readObject, startObject, close;

5 – processAndReply;

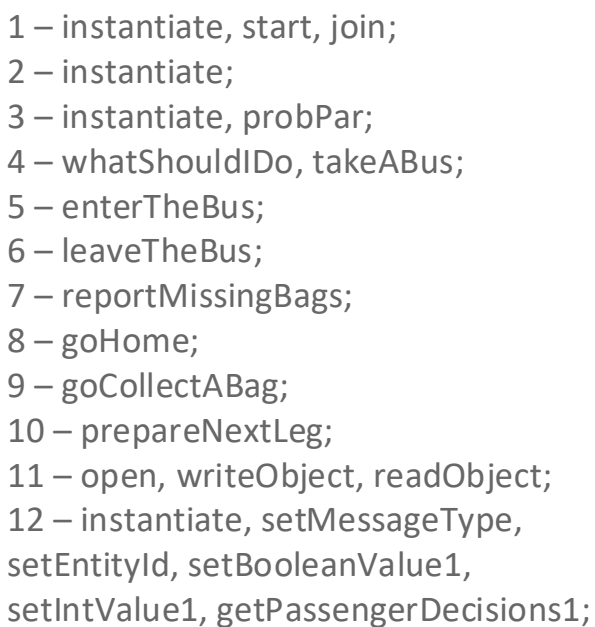
6 – setFN, setBN, setCB, setSR, setP_Stat, setD_Stat, setQIn, setQOut, setS, setST, setSI, setNR, setNA, addBagsLost reset_Passenger, header_debug, toString_debug, header_requested, toString, finalReport, setN_PASSENGERS, setT_seats;

7 – getMessageType, getIntValue1, getStringValue1, getIntValue2, getN_passengers, getT_seats;

8 – instantiate, setMessageType, SetStringValue1;

9 – shutdown;

Passenger

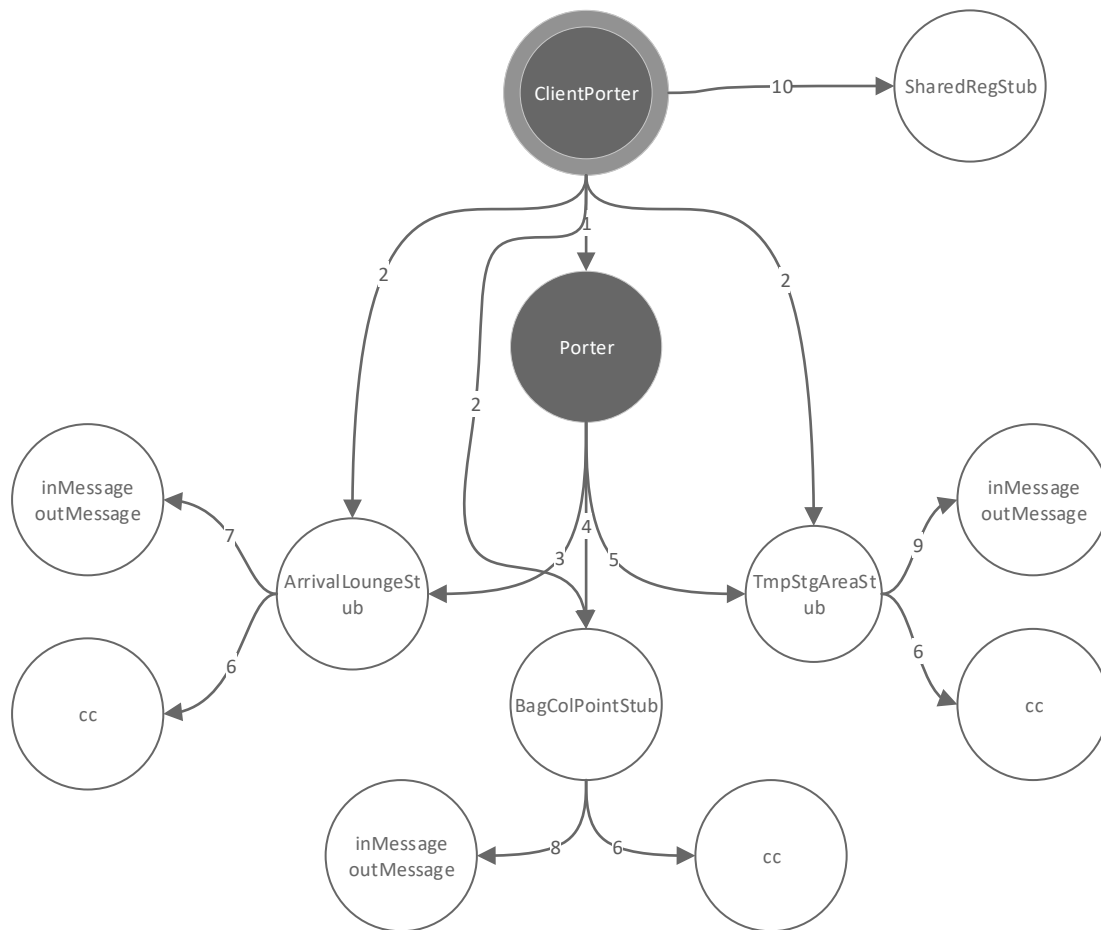


- 13 – instantiate, setMessageType,
setEntityId, getIntValue1
- 14 – instantiate, setMessageType,
setEntityId setIntValue1;
- 15 – instantiate, setMessageType,
setEntityId, setIntValue1, setIntValue2;
- 16 – instantiate, setMessageType,
setEntityId;
- 17 – instantiate, setMessageType,
setIntValue1, setIntValue2, setEntityId,
getIntValue1;
- 18 – instantiate, shutdown;

Interaction Diagram

Grupo 6 – P4

Porter



1 – instantiate, start, join;

2 – instantiate;

3 – takeARest, tryToCollectABag, noMoreBagsToCollect;

4 – carryItToAppropriateStore, setNoMoreBags;

5 – carryItToAppropriateStore;

6 – open, writeObject, readObject;

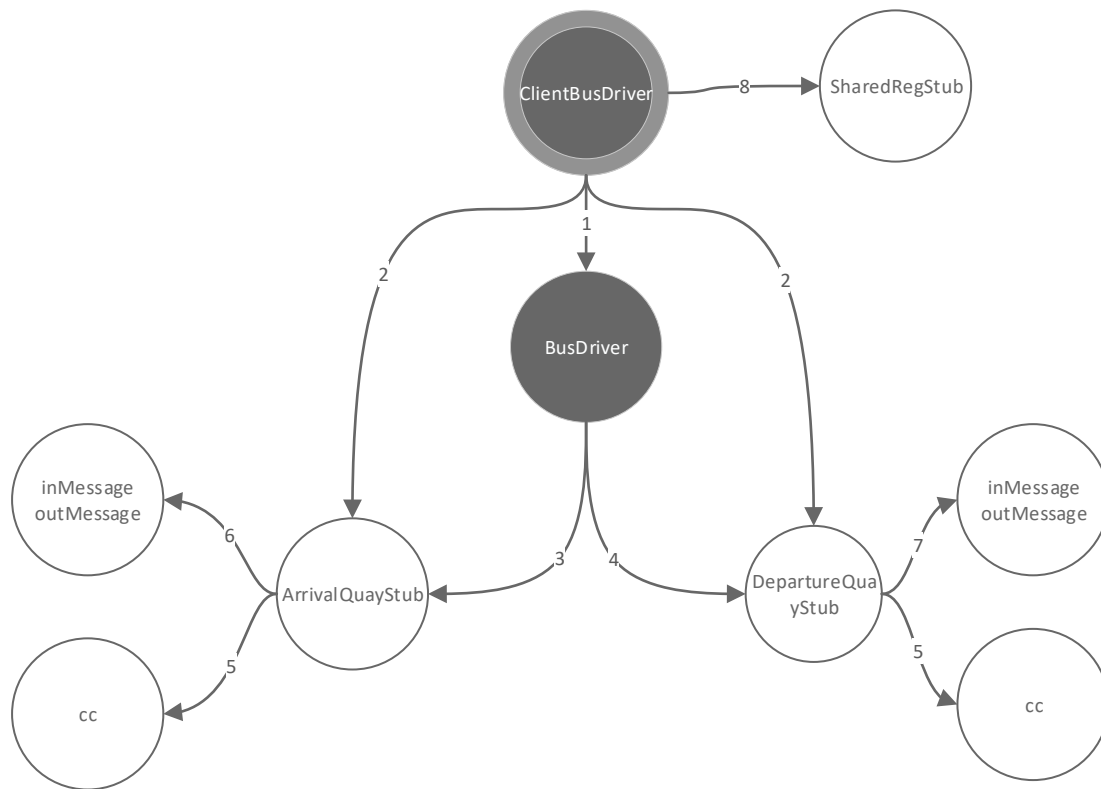
7 – instantiate, setMessageType, setBooleanValue1, getBooleanValue2, getBooleanValue1;

8 – instantiate, setMessageType, setBag1, setBooleanValue1;

9 – instantiate, setMessageType, setBag1;

10 – instantiate, shutdown;

Interaction Diagram
Grupo 6 – P4
BusDriver



1 – instantiate, start, join;

2 – instantiate;

3 – hasDaysWorkEnded, announcingBusBoarding, goToDepartureTerminal, parkTheBus;

4 – parktheBusAndLetPassOff, goToArrivalTerminal;

5 – open, writeObject, readObject;

6 – instantiate, setMessageType, setIntValue1, getBooleanValue1, getIntList1;

7 – instantiate, setMessageType, setIntList1;

8 – instantiate, shutdown;